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SEGA GENESIS STRATEGY GUIDE

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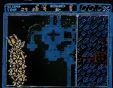
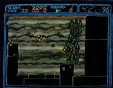
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IN THEIR
MISSION**



As the long journey through space concluded, the spaceship Monotros was returning home unscathed. The tired crew was anxious to return to the mother star, Voilfid.

But... an unknown alien force had already been there. Shocked and confused, the Monotros crew saw Voilfid had been completely annihilated. A life scan of the mother star indicated that the entire population had been terminated.

A desperate Monotros crew orbited Voilfid for a final time. Suddenly a glimmer of hope emerged. An S.O.S. signal was being transmitted from deep below the surface where the aliens now reigned. There are survivors! Fighters report to briefing!

"Intelligence reports inform us that the enemy has formed a defense squadron containing

three levels of fighters. There are sixteen zones that are in enemy hands. Each zone contains a force led by a commander that has orders to fight to the death. You must eliminate the commander and salvage as much of each zone as possible!"

"Monotros will be able to provide a safety force field on the perimeter of each zone. As fighters, your job is to extend the force field and eliminate the enemy. Be sure to watch your timers and your back! The enemy strikes quickly. Be on the lookout for special weapons that may be found and used to your advantage. Engage the rescue mission and save the survivors of Monotros!"

SEGA
GENESIS

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22 Alien Storm

When the Earth is invaded by hideous monsters from outer space, most people run for cover. But not you! Do you have what it takes to drive the aliens from your planet?

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You expected some tough opposition when you began your one-man war on a gang of drug lords. But when the thugs kidnap your entire family, everything changes. Will you rescue your loved ones, or die trying?

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Sega's latest role-playing extravaganza! A princess is missing, and no one in the kingdom of Thornwood can find her. Only you and two brave friends can do the job. But finding her in the city's forgotten labyrinth — and passing the four Trials of the Ancients — may prove too much for even you!

55 Sonic the Hedgehog

Sonic wasn't looking for trouble. But when a mad scientist transforms his woodland friends into monsters, he decides to fight back. He'll need all his intelligence, bravery — and his amazing, supersonic speed.

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The Webbed Wonder swings into Segaland to stop The Kingpin's plot to take over New York. If you think you're a Spidey fan now, just wait until you actually play Him in this great, new adventure!



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A classic computer puzzler comes to Genesis. If you liked Tetris, you'll really like this game.

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An evil necromancer has stolen the Tambry Talisman, leaving the peaceful village in chaos. Your mission in this expansive role-playing game: Restore the peace.

79 Might and Magic

The people of Cron have been ruled by an evil being for centuries. Finally, they manage to take control of their lives. But for how long?

78 Onslaught

Part strategy game, part arcade action, your task is to drive barbaric hordes from every kingdom in your land.

79 Speedball 2

Speedball is the fast, violent sport of the 22nd century. You're the new coach of Brutal Deluxe — the worst team in the Speedball League.

78 Wings of Wor

If you've breezed through every shooter you could get your hands on, check out Wings of Wor. It's one of the most challenging shooters we've seen.

PLAYER'S SEGA GENESIS STRATEGY GUIDE

August/September 1991

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EDITOR'S NOTES

This year's Summer Consumer Electronics Show was very important for Sega of America. The Genesis is currently the undisputed 16-bit sales champion. But many people predicted Genesis would lose the title to a new challenger — the Super NES, unveiled at the show and set for release in September. With the first round over, it looks like a draw.

Everyone expected to be wowed by Nintendo's system. But that's not what happened.

Despite the things it can do, the SNES has one major failing. It uses a much slower computer processor than the Genesis, and this was apparent in a number of the SNES games we saw. When too many objects moved on-screen, the SNES games began to slow down — sometimes dramatically. And often the graphics would appear to tear and flicker. True, there's some slowdown in a few Genesis games. But many of the SNES titles we saw began to slow in the first or second levels, when a Genesis game wouldn't have.

Sega of America didn't back away from the SNES challenge. In fact the company met it head-on, running back-to-back demos of *Super Mario World* and *Sonic the Hedgehog*. Most observers remarked that *Sonic* looked better!

Does all this mean that the Genesis will continue to reign as the leading 16-bit system? It's too early to tell. What it does mean, though, is that the SNES isn't the threat to Sega many thought it might be. In fact, several software company sources felt Genesis came through this first round with flying colors.

One thing's for sure — Genesis is here to stay. Regardless of Nintendo's success, the Genesis will remain a major force in 16-bit entertainment.

Matthew A. Firme
Associate Editor

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RU A GENESIS GENIUS?

PART 2

What's your story?

Take the Genesis Aptitude Test (G.A.T.) and find out. Write the answers to questions 8 through 14* on your completed entry form, and send it in. Score high and you could win 3 Genesis titles from Electronic Arts just for being smart.

*If you didn't take the first G.A.T. (questions 1-7)—no problem. It's never too late to become a Genius!

G.A.T. QUESTION #9



BLOCKOUT™
IS A BLAST-ACTION
PUZZLE GAME WITH A UNIQUE
3-D PERSPECTIVE AND:

- A. Nearly 750 combinations of blocks and pit layers.
- B. 11 challenging skill levels.
- C. A centerfold from the *Pork Farmers Journal*.
- D. A "rep" for being addicting.
- E. All of the above except for the picture of the pig.



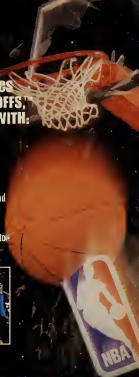
G.A.T. QUESTION #8

Q:

**LAKERS
VS. CELTICS**

**AND THE NBA PLAYOFFS,
IS THE ONLY GAME WITH:**

- A. Full-court fastbreak action featuring 10 hot NBA teams.
- B. Real NBA players slamming, jamming, and firing 3-point bombs.
- C. Half-time highlights, refs, and authentic player statistics.
- D. All of the above.
- E. L.A. glamour geeks and Boston leprechauns going 5 on 5.



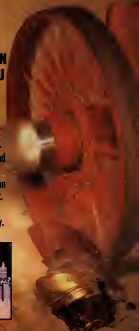
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Q:

**IN
CENTURION**

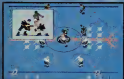
**THE ONLY THING YOU
CAN'T DO IS:**

- A. Shatter your opponents' chariots, and whip their sorry behinds.
- B. Excoriate gastropod lifeforms.
- C. Crush Rome's enemies on land and sea.
- D. Date Cleopatra, ranked #1 on the all-time "bad" chicks list.
- E. Scare the ---- out of the Carthaginian elephant cavalry.



Q: NHL® HOCKEY GIVES YOU ALL THE FURIOUS ACTION, CRUNCHING SOUND, FLASHING BLADES, AND HARD-HITTING ____ OF THE BEST PLAYERS IN THE WORLD.

- A. Hip checks.
- B. Bounced checks.
- C. Brooding Czechs.
- D. Rice Chex™.



Q: IN PGA TOUR® GOLF, HOW CAN YOU FINISH IN THE MONEY?

- A. Use the unique 3D contour grid to "read" the greens.
- B. Let our pros help you master special shots—chip, punch, putt from the fringe and more.
- C. Play tough against 60 PGA TOUR pros, on real courses, in real tournaments.
- D. All of the above.
- E. Fluff up these dorky tassel things on your golf shoes.



Q: IN MIGHT & MAGIC® YOU SAVE THE MYSTICAL LAND OF CROH FROM A CENTURY OF EVIL WHILE PLAYING:

- A. Six different fantasy roles in a band of heroic adventurers.
- B. Yahtzee™ with nasty boys.
- C. Dodgeball in traffic.
- D. Stairway to Heaven 326 times on the accordion.
- E. Knobby the wonder slug.



Q: THE ONLY THING JOHN MADDEN FOOTBALL™ WON'T GIVE YOU IS:

- A. Over 100 pro-style plays from John's own playbook.
- B. The speed and power skills of real pro players.
- C. Chronic turf toe and nervous dry heaves just before kickoff.
- D. Dives, spins, tough tackles, audibles, and penalties.
- E. A chance to win the "big show" on Super Sunday.





Hockey Fans, Rejoice!

I've had the Sega Genesis system for about six months now and I'm very impressed with their sports games. But I'm waiting for an NHL hockey game! With its great graphics, I'm sure a hockey game would be terrific on the Genesis. Could you please tell me if anyone is going to do a hockey game?

Bruno DeFeo
Massachusetts

Good news, Bruno! We just saw *two* new hockey simulations at the Summer Consumer Electronics Show — Sega of America has *Mario Lemieux Hockey*, and Electronic Arts is doing *NHL Hockey*. They both looked terrific!

Final Fight for Genesis?

Will there be a Genesis version of *Final Fight*? I know it will be on the Super Nintendo, but I'm a Genesis fan.

Carl Storch
Michigan

Final Fight probably won't come to the Genesis, but there's another game on the way that you might like even better. It's *Streets of Rage* from Sega of America. You can choose from three different fighters, and two players can battle the bad guys together. The Super NES version of *Final Fight* is a one-player game.

Joe Montana Football

A few days ago I bought *Joe Montana Football* for the Genesis. It's a good game, but I was a little disappointed. In an ad from a software store, I had read that *JMF* had an instant replay feature and an option to create your own plays, along with a side-scrolling field. The box didn't have the Genesis seal of quality, though. My *JMF* scrolls upwards and doesn't have a replay feature, but it has the Genesis seal of quality. My question is, are there two versions of *JMF*? Which is newer?

Paul Ryorker
Georgia

JMF went through several design changes before it was finally released. But from your letter, we suspect you might have seen an ad for the computer version of *Joe Montana*. It has all the features you describe.

Phantasy Star II

I've reached the Dark Force in *Phantasy Star II*. But he turns all of my men evil and then kills them. How can I prevent this from happening?

Kingsley Leong
California

There's no certain way to keep the Dark Force from turning your

characters evil — and that's why he's so tough to beat! Here are a few things that may help. Be sure you have the Neisword. Sometimes it will reverse the effects of magic, although it's random and it takes a lot of time. And you should be at a high enough level to use the "Megid" technique. The doctor's "Nasar" can also come in handy, but don't use it too soon.

I've been having trouble finding the other companions that I need. Can you tell me where to find them?

Dominic Darnell
Illinois

Keep returning to your home from time to time. After completing major parts of the game, warriors will hear of your adventures and seek you out. You'll find them waiting at your house.

Shadow Dancer

I'm having trouble killing the Union Lizard in *Shadow Dancer*. How do I beat him? I've tried staying under the statues of the ninjas, but the fireballs keep hitting me. Can you tell me how to beat him?

Trung Luu
San Jose, CA

To beat the Union Lizard, shoot at the glowing ball on his neck when his head rises to shoot fireballs — that's his weak spot. There's no real



trick to avoiding the fireballs. You've just got to move quickly and dodge them, hitting the Union Lizard as many times as you can.

The Revenge of Shinobi

My question concerns *The Revenge of Shinobi*. I can't seem to pass Spider-Man! He keeps throwing webs at me, and I can't defeat him. Is there a trick I should know about?

Stanley Smith
Texas

You're in luck, Stanley! We've put together a special strategy guide to *Revenge of Shinobi* for this issue. As far as Spidey goes, we think the easiest way to get past him is to use Mijin magic. You'll use up one of your lives, but there's a way to get unlimited lives anyway—losing one won't hurt! For more information, see page 16.

CD-ROM Rumors

There are a lot of rumors going around that Sega is going to be coming out with a CD-ROM. Is there any truth to this rumor? Please give me the scoop. I would also like to commend you on your mag. Good job, guys. And could you please do a strategy feature for *Sonic the Hedgehog* in a future issue?

Ryan Lee
Wind Gap, PA

Thanks, Ryan! We're glad you like the magazine. For more information

about the Genesis CD-ROM, just turn to page 13. You'll find that *Sonic* feature in this issue, too.

Wrestle War

When is *Wrestle War* going to come out for the Genesis? I've been reading about it for a long time.

Mike Douglas Jr.
Illinois

Unfortunately, Sega's decided not to go through with *Wrestle War*. But keep your eyes open for Jesse "The Body" Ventura's *Wrestling Superstars*.

Do you have any questions, hints, or suggestions about the Sega Genesis system or games? We want to hear from you! Write to:

FeedBack
300 A-E South Westgate Dr.
Greensboro, NC 27407



Code BREAKERS

Hints, Tips, and Secret Codes

After Burner II

Continue: To continue a game after losing your last plane, press Left 3 times, B 3 times, and C 3 times. Then press start.

Arrow Flash

Unlimited Arrow Flashes: Here's a way to arrow flash your way through an entire stage. Go to the option screen and change the Arrow Flash from Stock to Charge. Exit the option screen and let the demo play *all the way through* once. Now start the game, and press C to activate the arrow flash. Hold C down, and your arrow flash will last a very long time. Sometimes it will go out at the midpoint of a stage, but just press and hold C to reactivate it. This way, you can zip through the entire game!

Burning Force

Extra Lives: To get ten extra lives for each continue, enter this sequence during the Start-Options screen. Press B, A, B, A, A, C, A, A, then start your game.

Truxton

Extra Lives: During the game, you'll see an oval object that has three little circles above it. Look at the color of the circles above the object. If the color of your weapon matches the color of the circles, you can shoot the object and get a one- or two-up!

Twin Cobra

Get Eight Megabombs: To get eight megabombs, pause the game and press Up, Down, Right, Left, and then hit the B button. Now unpause the game, and you should have eight megabombs. You can repeat again and again.

Dynamite Duke

Stage Select: At the Start-Options screen, move the cursor to Options and press the C button ten times. Now select Options, and you'll be able to choose stages.

Target Earth

Two-Player Game: As soon as the *first green robot* walks from the right side of the screen, press Start on control pad 2. Player 2 should now have control of the next robot to come along!

Nine Continues: When you're killed off, go to the options screen and press Start. If done correctly, a young lady will appear in the lower right corner of the screen.

Invincibility: As soon as the game starts, begin pressing the Start button on control pad 2. Keep pressing until you reach the Weapons Select screen. Now you'll be invincible.

Wings of Wor

Stage Select: To access a special Stage Select menu, first go to the main options menu. Move the cursor to Control. Now press and hold the A button for about ten seconds. A Stage Select screen should appear.

If you have any codes or passwords you'd like to share, we'd love to hear from you. Send them to:

Code Breakers
300 A-E South Westgate Drive
Greensboro, NC 27407

SUMMER

CONSUMER ELECTRONICS SHOW

Twice each year, videogame manufacturers and software developers gather for the Consumer Electronics Show — the showplace for new games and new game systems. This year's Summer

CES, held in Chicago, was an exciting place to be for Genesis fans.

Sega announced some new marketing plans that should make the Genesis system more affordable — and more attractive — to potential buyers. The Genesis system will now cost \$149.99, a drop of \$40 from the original price. And for a limited time, anyone purchasing a Genesis will get a mail-in certificate good for one free game from a list of selected titles. In the future, *Altered Beast* will be replaced by *Sonic the Hedgehog* as the game packed with each new Genesis.

Sonic, Sega's answer to Nintendo's Mario Bros., made quite an impression on visitors to the Sega pavilion. In a move calculated to quiet the excitement surrounding Nintendo's new Super NES, Sega ran head-to-head demonstrations of *Super Mario World*, the Mario Bros. 16-bit adventure, and *Sonic the Hedgehog*. Many observers came away with the impression that *Sonic* was, at least graphically, the superior game. At the very least, most had to admit that the Super NES is really no better than the Genesis.

and *Toe Jam and Earl* are very exciting. They sound more like top-40 hits than videogame ditties. It's obvious that software publishers are just beginning to realize the full potential of the Genesis — and that means the games should keep getting better and better.

So here they are — the latest batch of Genesis titles, grouped by game publisher. It looks like it's going to be another great year for Genesis players!

ARENA

A new Genesis licensee, Arena introduced two titles originally designed by Mirrorsoft for the Amiga. In addition to

THE NEW GAMES

Overall, the games we saw at the Summer CES looked terrific. From sports simulations to some very detailed role-playing games (RPGs), we saw carts that should appeal to just about everyone. The graphics in many of the new games are among the best of any Genesis titles we've seen, and the soundtracks in games like *Streets of Rage*



SUMMER

CONSUMER ELECTRONICS SHOW

these, the company announced plans to do a Genesis game for 1992 based on the upcoming motion picture *Aliens III*.

Speedball 2: Brutal Deluxe (see review on page 75): This is a futuristic, fast-paced combination of team handball and hand-to-hand combat. You train and trade players, using your team's assets to build the most powerful squad possible.

Battlemaster: This RPG lets you play as any of sixteen different characters, each commanding a band of followers in search of the powerful Watch Tower Gem. You view your party from overhead as you guide them across a vast and dangerous world.

ELECTRONIC ARTS

The most prolific of the Genesis licensees, Electronic Arts, made the surprising announcement that it would begin distributing Genesis titles from Amiga publisher Psygnosis. This is great news for Genesis fans. Psygnosis is a recognized leader in the Amiga field, and the company's entrance into the Genesis market should yield some terrific new games.

Shadow of the Beast: Translated from the award-winning Amiga title (which won GAME PLAYER's Amiga Game of the Year, 1990), *Shadow of the Beast* is a graphic delight. As the Beast, you'll roam fantastic landscapes and battle some of the most memorable creatures you've ever seen.

The Killing Game Show: In this Psygnosis title, you're a contestant on the most-watched game show of the future — no fabulous prizes, but if you lose, you die. The show's contestants are chosen from convicted lawbreakers, and must survive 16 "Pits of Death" to win.

Buck Rogers: Countdown to Doomsday: This science-fiction/role-playing title is from Strategic Simulations, Inc., publishers of the Advanced Dungeons & Dragons series of PC games.

The Immortal: Already a popular Nintendo game, the Genesis version features much-improved graphics and sound. You are a young

wizard searching for your lost teacher. The action is seen in a three-quarter overhead view, adding a unique three-dimensional feel.

Starflight: You command an interstellar starship exploring a galaxy of 270 star systems and 800 planets. You'll encounter strange alien



NHL HOCKEY,
Electronic
Arts

rares — some friendly, some hostile. The way you treat the aliens will mean the difference between bloody conflict and friendly alliance. *Starflight* was originally designed for home computers, and the Genesis version features improved graphics and a better player interface.

Rings of Power: Another RPG, this one takes place in Earth's future. The planet is a battlefield where war is waged through mastery of telekinetic powers. You must struggle to unite the warring planet, before all civilization is lost.

NHL Hockey: Real National Hockey League teams and action highlight this super sports simulation. Designed by the same team that brought you *John Madden Football*, NHL has 500 different players (each rated in 14 separate skill areas!), 21 pro teams, and two All-Star squads.

Earl Weaver Baseball: Based on the popular PC game, *Earl Weaver Baseball* completes Electronic Arts' impressive lineup of sports simulations.

NAMCO

One of Japan's leading videogame and amusement companies, Namco announced three new Genesis titles as well as two Game Gear games.

Marvel Land: The evil King Mole has taken over an amusement park and captured Princess Wondra. Only you, as Prince Talmit the dragon-boy, can save her. *Marvel Land* is a great-looking

(continued on page 14)

THE BIG NEWS:

GENESIS CD-ROM

Perhaps the biggest Genesis news of the Summer Consumer Electronics Show, Sega finally announced its CD-ROM drive. A CD-ROM uses compact discs the way the Genesis console uses cartridges—except that a compact disc can store hundreds of times more information than a cartridge. In fact, a single compact disc can hold almost 400 times as much data as the largest Genesis game to date, *Star Control*. That means more room for detailed graphics, for longer and more challenging games, and compact disc-quality music and sound effects.

Best of all, Sega's CD-ROM will contain special hardware for scaling and rotation. Scaling allows an object to zoom toward or away from the viewer, while rotation allows ob-

jects on the screen to be turned 360 degrees. Nintendo's Super NES includes hardware scaling and rotation, and many felt that those features would give the Super NES an edge over the Genesis. But thanks to the CD-ROM, scaling and rotation won't even be an issue.

Even though the Genesis itself doesn't have hardware designed to perform these tricks, Sega officials told us that a team of software designers has figured out a way to duplicate the scaling effect through software programming. So even if you don't have a CD-ROM, you'll soon be enjoying some of the same terrific visual effects on your present system.

The CD-ROM will have its own built-in, 16-bit, 68000 processor — the

same processor the Genesis itself uses. With two 16-bit processors at work, the new CD-ROM games will be faster, with more moving objects, better game play, and enhanced graphics and stereo sound. In fact, the CD-ROM will use the same eight-channel digital stereo sound source as Sega's arcade machines.

The Genesis CD-ROM will be available in Japan this fall, and is scheduled to go on sale in the U.S. in the spring of 1992.

The
Genesis
CD-ROM



FRIED



SUMMER

CONSUMER ELECTRONICS SHOW

game, with 34 stages of exciting action. There are warp zones, power-ups, and plenty of scary enemies.

Quad Challenge: This is the first racing game for the Genesis in which two players can drive at the same time. You and a friend compete in a four-wheel ATV race, choosing from nine different practice tracks and four different vehicles. When you're ready, tackle the 16-track Circuit Championship! A split screen lets each racer follow the action from a different perspective.



**QUAD
CHALLENGE,**
Namco

Rolling Thunder 2: This sequel to the coin-op classic features all-new challenges and a two-player simultaneous mode. The graphics are nearly identical to the arcade original.

Batter Up: It's the first baseball game for Game Gear. You choose from 14 teams and two different stadiums. Connect two Game Gears and play with a friend.

Pac-Man: Here's the little guy who started it all, now playing on Game Gear.

RENOVATION

With thirteen titles either available or coming soon, Renovation has become one of Sega's most important licensees. The four titles announced at CES will all be available by October.

Vapor Trail: This 8-meg shooter gives you a choice of three different planes, each with its own flight characteristics and armaments. You can modify your plane with power-ups. Fly alone, or with a friend using the two-player cooperative mode.

Beast Warriors: "Combat wrestling at its best!" Forget about T.V. wrestling — you take to the ring as a genetically engineered monster, bred especially for wrestling. Great graphics!

SYD OF VALIS, Renovation



Syd of Valis: This fourth installment in the Valis saga is intended for younger players. You are young Syd, battling the treacherous forces of evil. The characters are big, colorful, and non-threatening.

El Viento: You won't believe this one — Al Capone and other gangsters team with a lady wizard who has power over the wind! Kind of a "Valis meets Dick Tracy," the game takes place in New York City during the roaring twenties.

SEGA OF AMERICA

Many of the best new games we saw were from Sega of America. Thanks to some really innovative programming, all these new Genesis titles seem destined to become bestsellers.

Golden Axe II — Return once again to the kingdom of Yuria in this sequel to the arcade and Genesis hit. The premise is the same, but the enemies and locations are all new and improved. Wait until you see the great new attack moves!

Streets of Rage: Two players can tackle the bad guys together in this street-fighting extravaganza. Choose from three different players, each with his or her own style.

Quack Shot Starring Donald Duck: The latest Disney/Sega game finds Donald Duck engaged in a global treasure hunt. Huey, Dewey, and Louie help Donald as he journeys from Mexico to the South Pole.

Toe Jam and Earl: Toe Jam and his buddy Earl are alien rapmasters, stranded on Earth when their "righteous rapmaster rocketship" crash-lands. They must search our planet for spare parts, building their "coolness levels" from Wiener to the ultimate in cool, Supreme Funk Lord. Great rap soundtrack!

Decapattack Starring Chuck D. Head: Chuck is a monster — there's just no getting around it. He keeps a skull on his shoulders where you'd



STREETS OF RAGE, Sega of America

expect his head to be, and he hurls it at his enemies. His real head is in the middle of his chest. But Chuck is a good monster, just trying to unify his tiny island home. Great graphics and lots of fun to play.

Mario Lemieux Hockey: Sega expands its lineup of celebrity sports titles. The hero of the 1991 Stanley Cup Champion Pittsburgh Penguins puts his seal of approval on this realistic hockey simulation.

Mercs: Short for Mercenaries, *Mercs* is based on the popular arcade game. You're a commando, battling countless enemies across mountains, through villages, and into thick jungles.

DECAP- ATTACK, Sega of America



TAITO

Taito's been a force in the videogame industry for years. Although relatively new to the Genesis market, Taito announced three new games at CES to bring their total to seven Genesis titles.

Thunderfox: Two fearless soldiers, Thunder and Fox, battle rampaging terrorists. Hard-hitting, side-scrolling action for one or two players.

Growl: Again, you're a weapon-toting tough guy—but in this game, you're battling poachers. You'll turn the tables on outlaw hunters, pursuing them through seven grueling levels.

Saint Sword: The demon Gorgan is out to conquer the world. Only Macress, a mighty Titan, can stop the demon and his hordes. Swords, sorcery, and enormous enemies highlight this tale of good versus evil.

VIRGIN GAMES

Virgin Games, known primarily for its home computer games, has signed on as a Sega licensee. With its many Amiga and PC titles to draw from, Virgin should become a major source of new titles.

Corporation: You're a ZODIAC special agent, and you face a nearly impossible task. You must infiltrate the Universal Cybernetics Corporation and destroy the corporation's top-secret robotic assassin. You view the action from a first-person viewpoint as you roam the halls of this high-tech security complex.

The Terminator: The original *Terminator* film is the basis for this game. You play Kyle Reese, racing to save Sarah Conner from the brutal Terminator.

Chuck Rock: Chuck Rock is a caveman, and his lovely wife, Ophelia, has been kidnapped. He'll kick, punch, and belly-butt his way through his prehistoric world until he can rescue Mrs. Rock.



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THE REVENGE OF

Shinobi

Jeff Lundrigan

It's been three years since Joe Musashi, the master of stealth, fought and defeated the crime syndicate "Zeed." But such a powerful and far-reaching organization as Zeed couldn't be stopped forever. Now Zeed is back, and they're more dangerous than ever.

The "Neo-Zeed," as the gang is now called, has vowed revenge. They slew Musashi's teacher and took his girlfriend prisoner, retreating into the heart of their fortresslike headquarters. Once again Joe

OPTIONS

SOUND TEST	THE SHINOBI
LEVEL	EASY
SHURIKENS	00
CONTROL	TYPE 2
	A-ATTACK
	B-JUMP
	C-NINJITSU
EXIT	

An unlimited supply of shuriken is a big help. At the option screen, set the number of shuriken at "00," then wait — after a few seconds the "00" will change to an infinity symbol.

Musashi, master ninja, is forced to battle the evil crime lords.

The Revenge of Shinobi is the excellent sequel to the popular Master System game *Shinobi*. In this in-depth strategy guide, we'll take a closer look at *The Revenge of Shinobi*, highlighting "secret" items, hints, and tips. We'll also give you a map to the final labyrinth! So get those shuriken ready and practice your somersault attacks — only a master ninja can hope to defeat the Neo-Zeed.

IT'S HERE!

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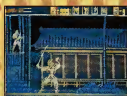
Stay on the rooftops during the second half of stage 2 — you'll run into a lot fewer enemies there. Shoot the wall just before you exit for an extra Ninja Magic.



There's a one-up inside the cargo plane. Shoot the wall here, at the second elevator.



At the beginning of stage 4, make a somersault attack while leaping to the conveyor belt. You'll uncover a two-up. You'll have to die to grab the item, but you'll still be ahead one life. You can do this as many times as you want.



The first boss is easy to beat — stand up on the platform where he can't hit you, and do somersault attacks when he swings his sword.



Fighting this boss in the flashing lights of a disco is confusing, but not too tough. Use Ikazuchi magic, and stay low and as close to the enemy as you can. When he turns into a shadow, stay in one place and keep shooting toward him.



The stage 3 boss is tough, but you can beat him easily if you stand *exactly* in this spot. Walk over and stand in front of the boss, aligning your head with this row of tiles on the wall in the background. The beams overhead won't fire. Use somersault attacks when the brain is exposed.



Use Fushin magic while crossing the logs near the end of stage 2 — it's almost impossible to make the jumps without it.



The first half of stage 3 is tough, so go ahead and use Ikazuchi magic if you have to. Stand on this wall before exiting and shoot for another Ninja Magic.



The boss of the junkyard is easy to beat if you stay out of his way. Stand on the platform and use the somersault attack, leaping over the junk he hurls.



There's an extra Ninja Magic at the beginning of stage 5. Just shoot at the left wall and grab it.



It looks like you have to die to grab this one-up, but you don't. Just walk to the very edge of the platform and it's yours.



Killing the truck at the end of this stage is easier if you use this technique. After you've destroyed the two globes at the right, kneel here where the center globe used to be and shoot off to the left.



The end of stage 6 has an especially tough double boss. Don't even mess with Spider-Man — blast him with Mijin magic. The second boss can be beaten with somersault attacks. If you have a magic left, use Ikazuchi.



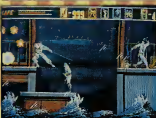
Stage 7 begins on the waterfront. You'll have to use Fushin magic to get across this gap — you can't make the jump without it.



There are two extra Ninja Magic icons near the exit of this room, so use your Ikazuchi magic.



The boss of stage 7 is a fire-breathing Godzilla lookalike. Stand on either of the platforms and make somersault attacks over his flames. You'll have to be fast, and you should probably use Ikazuchi.



Stage 8 is pretty difficult, but don't use any magic — save it for the final confrontation.



The Neo-Zeod have locked your girlfriend in a room with a falling ceiling. Shoot into this hole in the wall to slow the ceiling's descent.

The final boss is actually pretty easy to beat — if you have the POW, and if you haven't used any magic. Use Ikazuchi magic to make yourself invincible, then duck and start shorting Zeed. *Just as the Ikazuchi wears off, use it again!* A few more hits and victory will be yours!



START

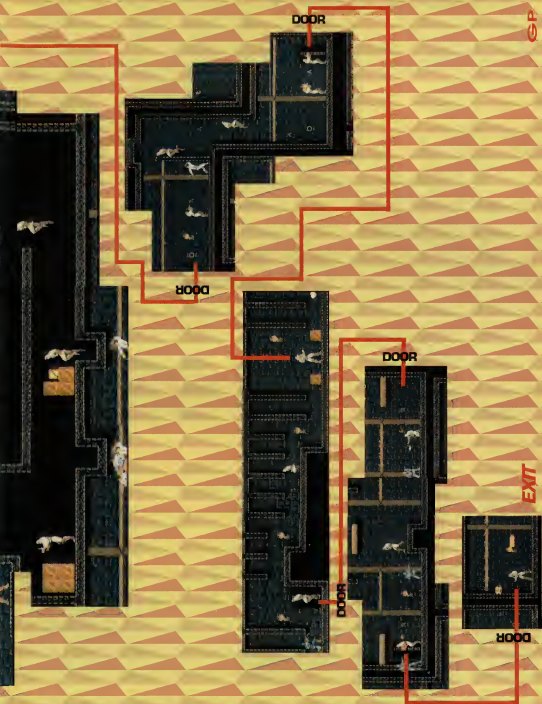
As you enter this door,
hold right.

DOOR

DOOR

DOOR





STRATEGY FEATURE

ALIEN STORM

Earth is finally united under one fair, peaceful government. Money that was once spent on war is now used for space exploration. But at the same time that the people of Earth are discovering new, fascinating worlds, the Earth itself is being studied. And an invasion is being planned.

In *Alien Storm*, you must stop the alien invasion. The game plays like the classic *Golden Axe*, with the addition of a unique first-person shooting segment. You can choose from three different "Alien Bust-

ers," and you'll battle through eight missions.

If the challenge is too much for you alone, then you can have another warrior tag along in the two-player cooperative mode. There's also a player vs. player mode, in which you and a friend get to battle one another to see who is the mightiest fighter.

Alien Storm isn't as long a game as *Golden Axe* or *The Revenge of Shinobi*, but it packs quite a wallop.

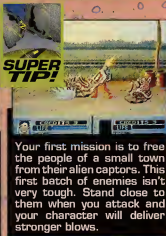
Sega of America, 573 Forbes Blvd.,
South San Francisco, CA 94080



Chris Slate



You select from three different characters: a male fighter, a female warrior, or a cyborg unit. Each has individual strengths and weaknesses.



Your first mission is to free the people of a small town from their alien captors. This first batch of enemies isn't very tough. Stand close to them when you attack and your character will deliver stronger blows.



Some aliens leave behind energy capsules when you destroy them. Simply walk over the spot where they lay and your weapon will be powered up a bit.

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for the mind."

-Bart Simpson



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Some monsters disguise themselves, such as these barrel-aliens. They look harmless until you try to pass them. Be ready for an ambush!



This colorful slug will jump up and try to latch on to you. As soon as he leaves the ground, run under him. Now turn around and destroy him when he lands.



When you enter a building, the game becomes a first-person shooting gallery. In this mode, you simply obliterate any alien that crosses your path. Blast the crates to find one-ups and other goodies.



Mission 2 introduces you to some new dangers, like these hungry little guys. Don't let these enemies get too close or they'll leap onto your face and munch away.



It's those sneaky snails again — this time disguised as trash cans and mailboxes. If you're standing next to them when they first reveal themselves, you can get in some free hits.



Whoa! This is one big alien! He fires green lightning from the front and back, so come at him from above. Stand just above him and let him come to you. Get in a few quick shots and retreat.

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"GUY-
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US"





If you have enough weapon energy, you can call for backup. In this case a huge warship zooms in to supply air support.



At the end of this mission you have to go into a special "running" mode, where you charge forward at high speeds while blasting any aliens that get in your way.



In Mission 3 you must charge into the aliens' nest. You'll discover that many of the familiar aliens have developed new tricks — such as breathing fire.



These winged, wormlike creatures attack in packs. Don't let them get too close or they'll carry you into the air, then slam you back to the ground.



Practice your charging attacks for these higher levels. This way you can save some energy for the tougher aliens, and you can clear some room when the screen gets congested.



At the end of level 3 you enter a convenience store for another first-person shooting match. The enemies will come a little closer this time. Shoot them before they can claw you.

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Mission 4 finds you walking down an abandoned street — abandoned, except for those pesky aliens. Many of them pop out of manholes. Luckily, they aren't very durable.



Inside this electronics store you'll get to blast stereos, televisions, and neon lights — not to mention aliens. Stock up on energy power-ups!



Mission 5 — drive the aliens from a top-secret laboratory. Not only must you fight gangs of aliens, but you must also be aware of the hostile security systems.



Inside the lab, you'll face an infestation like you've never seen before. Keep an eye out for medical kits.



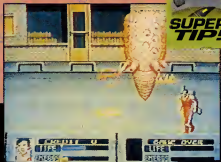
SUPER TIP!



In Mission 6 you'll encounter the first boss once again. This time, he's too strong and fast for your old tricks. Fire at him from one side, then charge through him and attack from the other side.



SUPER TIP!



When you defeat the boss, you'll face a huge, top-shaped weapon that can fire in three directions at once. Attack it from above to avoid its shots.



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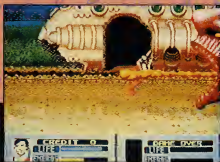
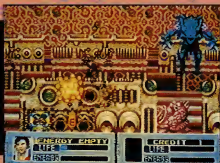


Now you'll go into the running mode again. This time you must leap over many obstacles, such as this huge pit.

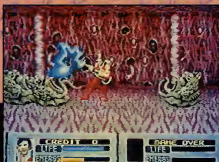


You spot the huge alien mother ship. In an attempt to slow you down, it drops spiked logs and vicious aliens in your way.

When you catch up to the ship and go inside, you're jumped by more aliens than you've ever faced. Keep firing that laser, and watch for power-ups.



After you defeat the aliens on the ship, you might think your job is finished. Wrong! A huge alien ship slurps you up and carries you into the air.



This is it — the final level. You've singlehandedly crushed the alien empire, and they've been forced to flee the earth. Unfortunately, they've decided to take you with them.

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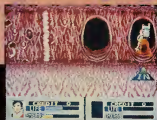
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The inside of the ship is a maze of corridors. Only one path leads to the evil alien leader, so choose carefully.



Some rooms on board the ship are the first-person type. These are very, very difficult. Fire like mad and try to find as many power-ups as possible before the final confrontation.



The evil alien leader is actually a huge brain. Give it everything you've got, and be careful to guard yourself against alien ambushes.



When you defeat the alien leader, Earth can once again return to normal. But is this really the end? Somewhere out there is the home planet of the aliens.



When you complete the game, you're awarded a ranking determined by the number of points you've accumulated.

STRATEGY FEATURE



FANTASIA

Richard Lashley

Near Fantasia's Bald Mountain, the sorcerer's castle is quiet. Mickey, the sorcerer's apprentice, guards his master's music in the castle dungeon. Mickey's chair taps against the dungeon wall as he leans back to rest.

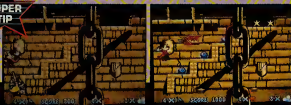
At the terrifying summit of the mountain, a wind stirs. It blows down toward the castle.

Bam! The dungeon door slams against the wall as the strange wind enters. Mickey hears nothing — his sorcery studies have worn him out, and he's fast asleep. The wind shuffles through the sorcerer's music, steals every note, and scatters them all over Fantasia.

In Sega's *Fantasia*, you must help Mickey Mouse find those missing notes. You'll search across four dreamworlds, and you'll battle dancing hippos, flying horses, and prancing broomsticks. Your only weapons are your natural agility and the few spells you've learned.

Sega of America, 573 Forbes
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SUPER TIP



Here's a trick you can use right away. Walk to the right at the beginning of the game, until you meet the first walking broom. Lure it back to this point and jump on it. Magic crystal balls and life-giving magic stars materialize all around you.



Flying spell books can be difficult to reach sometimes, but they're the most common source of magic points.



Bubbling cauldrons stomp through the master's workroom. They can't be destroyed with a jump attack. Just hop over them, and conserve your spells for later stages.

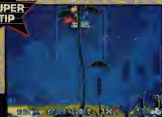


In each world, Fantasy Fairies wait to whisk you to other areas. Here, a fairy drops you in the swamp outside the castle.

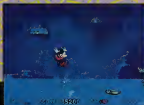


The wicked wind dropped a note on this high ledge. Climb the first series of platforms in the swamp to reach it.

SUPER TIP



When you see these crocodiles, your first reaction might be fear. But their snapping jaws make wonderful springboards that can launch you high enough to reach this star.



A Fantasy Fairy actually leads you underwater. Press Up on the direction pad to make Mickey swim. There are power-ups lying on the bottom.



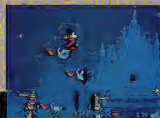
SUPER TIP



When you find this open treasure chest, keep your whiskers out of it. The chest warps you back to the beginning of the swamp level.



Bonus rooms are scattered throughout the game. Their entrances aren't marked, so you'll often find them accidentally. This bonus room is in the whirlpool just past the first waterfall. Dive down the swirling hole and find a pirate ship that holds a special treasure.



Two crocodiles guard the exit from the swamp. To pass these scaly sentries, jump from the crocodile on the left and land on this passing pelican. Now jump from the pelican over the crocodile to the right, and enter the next level.



When you land in a crowd of enemies, don't panic. With your talent for bouncing on heads, you can spring back and forth between enemies and score big points.



This wooden door is the signpost to a bonus screen. When you enter, you can collect many items, including some of the lost music notes.



When you're perched on these floating ledges, it's often wise to use a Little Spell to clear a path. It's better to use up one magic point than be knocked from your ledge and lose a dream (life).



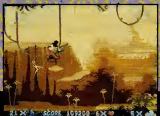
After you find three notes [in the easy mode], you may pass to World 2. You can also complete stages by scoring enough points. In World 1, it takes 80,000 points to finish the stage.



In the Earth World of stage 2, dinosaur eggs are a rich source of bonus points. A Little Spell knocks the ostrich out of your way so you can grab this egg.



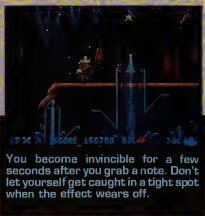
Use the heads of these dinosaurs as steppingstones.



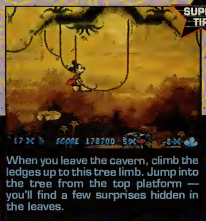
You leave the squawks and the screams of the jungle behind as you follow this fairy into an underground cavern. Just past the crystals in the cave walls, on this small bridge, you'll find a music note.



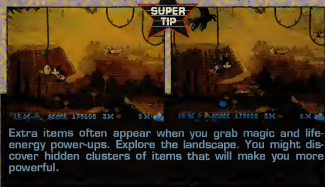
SUPER TIP



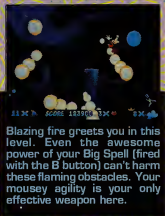
You become invincible for a few seconds after you grab a note. Don't let yourself get caught in a tight spot when the effect wears off.



When you leave the cavern, climb the ledges up to this tree limb. Jump into the tree from the top platform — you'll find a few surprises hidden in the leaves.



Extra items often appear when you grab magic and life-energy power-ups. Explore the landscape. You might discover hidden clusters of items that will make you more powerful.



Blazing fire greets you in this level. Even the awesome power of your Big Spell (fired with the B button) can't harm these flaming obstacles. Your mousey agility is your only effective weapon here.



World 2 is full of surprises, including snakes that strike from the top of the screen. When you're on the highest platforms, watch out for these sudden attacks. Duck to avoid the snakes.



In the desert level of World 2, you'll have to make plenty of difficult jumps. Keep moving when you leap onto these platforms, or you might be tossed into the quicksand.



At the beginning of this level, you'll find a note and two crystal balls perched on an out-of-reach ledge. To get the items, first grab this egg. Hidden platforms appear. Now ride the top left platform back to the items.



The exit from world 2 is surrounded by vicious bugs, diving pterodactyls, and multilevel platforms. You'll need plenty of magic and patience to make it.



In the Air World, a dangerous garden stretches above you. Watch out for the white flower petals that sometimes fall from above. If you touch them, you'll lose one heart.



Buttercup soldiers infest this garden. More a nuisance than a threat, these flower-topped sentries disappear when you bounce on them twice.

SUPER TIP



Jump into this bubble and enjoy a relaxing ride up to the door of a bonus room. Although enemies can't kill you in these bonus rounds, you have to leave the round if you're touched.



A fairy sends you to the Pastoral, a beautiful but deadly field of clouds drifting over Fantasia. To retrieve your master's music, you'll have to battle flying horses and dancing goat-men.



It's a long, sometimes frustrating climb out of this garden. Clouds that drop under your weight, dangerous leaps, and malicious shrubbery make this stage very difficult.



Large animals and ballerina dresses — sound like a strange combination? Not in Fantasia. This level features the famous dancing hippos, and it's best not to let them step on your toes.



Look before you leap. Between the weight of these hippos and the scratching claws of these ostriches, you can be smashed or slashed in an instant.



Use your speed to zip into tight places to reach notes. Then do what mice do best — disappear.



SUPER TIP

Use a bubble to float past the weird creatures dancing through this level. When you ride in bubbles, however, you can't grab power-ups or notes. And be careful — some of the bubbles are traps, and it takes a Big Spell to pop the transparent prison.



Inside Bald Mountain's Fire World, you need all the magic you can get. Grab this flying spell book for magic points, and dodge the bobbing witch head.

Monstrous creatures crawl all over Bald Mountain. When you leap to the floor of this cave, you'll probably step on something that bites.



SUPER TIP



To cross this river of lava, hop on the flaming witch heads and use them as steppingstones.



The first fairy in the Fire World takes you to a level packed with crystal balls. Watch for music notes (upper left corner).



In the middle of the stage, you'll sometimes be ambushed by witches. Cackling laughter and the dry rustle of a straw broomstick are signals that you should duck.



Although Big Spells quickly exhaust your magic power, they're great in heated battles like this cavern brawl.



The ill-tempered beasts inside these cages can't touch you when you jump on top of their swinging cells. This also puts you in position to reach the spell books passing by.



SUPER TIP



The only way across this boiling lava pit is on the backs of these bats. When one of the creatures flaps close to you, jump on his back, and keep hopping until you reach the other side.



You'll have to step on a few eyes on your way to the top of Bald Mountain.



After a few bent whiskers and a lot of bruises, Mickey saves the day by collecting all the lost notes. Happily, he avoids a severe scolding from the sorcerer, too. Music plays in Fantasia again.

STRATEGY FEATURE

MIDNIGHT

As a highly trained and battle-hardened soldier, you've spent years fighting every threat your enemies could think of. You've learned to expect dirty fighting from the enemy. But until you began a secret operation to bring down A vicious drug cartel, you never realized how dirty things could get.

Now they've kidnapped your entire family (even your grandparents!), holding them hostage until you back off. For diplomatic reasons, the government's hands are tied. If something isn't done soon, your next family reunion will be held in a cemetery.



RESISTANCE

Jeff Lundrigan

With nothing but a rifle and the cover of darkness, you storm the cartel's headquarters, determined to rescue your folks or die with them.

One unique feature of *Midnight Resistance* is an optional control setup that lets you rotate your gun and fire in a direction other than the one you're moving in. It takes some practice, but one that's essential to beating the game.

You'll also find that the ammo supply of any special weapons you pick up is limited, and since the fire button is really an on/off switch for the gun, it's easy to leave it on

and quickly run out of shots. Be sure to keep an eye on how many rounds you have left, and shut the gun down if your ammo is getting low.

Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080



And so it begins — The jeep kills any enemy soldiers that touch it, so run slightly ahead of it and don't worry about soldiers coming up behind you.



This tank rumbles towards you, but it won't run you over. Stand your ground, jump in place to avoid its shots, and watch out for grenades *after* the tank explodes.



At the end of every stage you'll find special weapons in these storage lockers. The 3-way cannon is the most useful gun — you can get through the game and never have to use another weapon.



Look over all the lockers before making your choice. Sometimes you'll see the same item in two different lockers and one will "cost" less than the other.



You can kill this tank the same way you killed the first one. Make sure you get rid of all the soldiers first, or you might catch a stray bullet.



As you work your way down these platforms, clear the area below you of enemies before you drop to it.



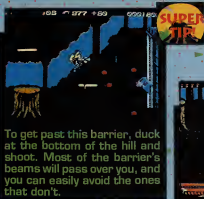
These gunners shoot at specific angles. Use the spread of the 3-way to stand where they can't hit you, but where you can hit them.



There's only one way to get through these conveyor belts: Blast the platforms beneath you and drop through. Make sure you don't get caught in the gears.



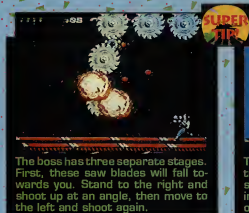
The first boss is pretty easy because there's a safe place to hide. Duck down in the gap at the bottom left of the screen and let the tank rumble over you, then jump up and shoot it when it rolls away. If you've got a nitro pack or homing missiles, the job's even easier.



To get past this barrier, duck at the bottom of the hill and shoot. Most of the barrier's beams will pass over you, and you can easily avoid the ones that don't.



Get ready for a long elevator ride. Be careful not walk off your platform — if you do, you'll probably lose most of your keys and maybe even your weapons. Try to stay in one place, and rely on homing missiles and rotating your gun to destroy these flying enemies.



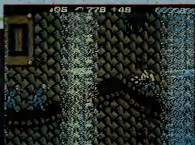
The boss has three separate stages. First, these saw blades will fall towards you. Stand to the right and shoot up at an angle, then move to the left and shoot again.



These bigger blades are mounted on tracks. Stand under the left one and shoot up, then run right while shooting left. When you're under the right one, shoot up until it begins to fall, then run left while shooting right.



Finally, blast the computer eye. Just stand underneath and slightly to the side, and let your 3-way do the work.



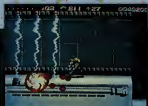
You'll spend most of the next stage running right while shooting back to the left. A lot of the enemies carry keys, but if you go back for the keys you might be clobbered by a tank.



Now you must single-handedly destroy a squadron of fighter planes. If you stand in one place you'll get bombed — start on the right side of the screen, shoot up, and keep running back and forth. The combination of a 3-way gun and homing missiles will see you through.

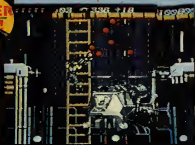


Destroy these choppers by running away from them while shooting back toward them. Watch for soldiers coming from the left.



You'll have to destroy the electrodes on the floor and ceiling to disable these plasma beams.

SUPER TIP



Stay as far to the left as possible when climbing this ladder, and keep moving so you can zip by the chopper. It's easy to destroy the chopper once you're past it because it can only shoot down.



To destroy each set of gears, crawl on the ground just ahead of the gear and shoot back at it. It should explode before it hits the left side of the screen.



Between the gears, you'll be assaulted by soldiers from both sides. Concentrate your fire to one side, using a shower or homing missiles to kill the ones on the other side.

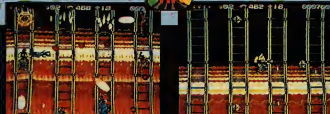


You can take a short breather as the head drug lord taunts you and gloats. There's no way to skip this section, so use the time to rest your fingers.



The next stage is short and fairly straightforward — you must sink a battleship. Don't stop moving, and maintain a barrage of nitro or homing missiles.

SUPER TIP



These ladders lead to the stronghold where the drug lords are holding your family. A barrier weapon is especially helpful during this stage, since enemies come at you from all sides. Carefully hop between the ladders and collect as many keys as possible.



The dragon at the top will crumple pretty quickly if you've got homing missiles. If not, run left and right to dodge its shots, and leap over it when it moves to the bottom of the screen.



Now free your family! They give you weapons as they're released, but you don't know which ones. You're stuck with whatever they give you.



To get to the final boss, you'll have to shoot your way through this barrier. The blocks move constantly up and down while drifting right, so stay alert. The tunnel narrows toward the end, and here you won't be able to jump to dodge enemy shots — you'd better keep moving forward.



The final boss is pretty repulsive. He spits maggots at you, but don't let yourself be overwhelmed. His eyes are his vulnerable spot —but be ready for a surprise!

SHINING IN THE Darkness

The kingdom of Thornwood is searching desperately for a hero. The beloved Princess Jessa is missing, and thought to be hidden away somewhere in the dreaded Labyrinth. In earlier times the King would have called on your father, Mortred, the finest swordsman in the land, as his champion. But now the mantle has fallen upon you—and you must make use of the skills your father has taught you.

Shining in the Darkness leads you on an exciting and often dangerous journey into the dark recesses of the Labyrinth, a place that strikes fear in the hearts of every citizen of Thornwood. Aside from its complex maze design, the Labyrinth is populated by as horrible a bunch of creatures as you're likely to find. These beasts become tougher and more varied as you venture deeper into the Labyrinth. At first, your skill as a swordsman plus a few choice healing seeds are enough to handle the creatures. You'll find, however, that in the later stages, as you undergo the Four Trials of the Ancients, you'll need considerably more firepower, both in weaponry and in magic. Fortunately, you'll be able to recruit Milo Brax and Pyra Myst, two young adventurers well versed in "alternative" fighting techniques.

With a full complement of heroes, you're ready to take on the Four Trials of the Ancients—Strength, Courage, Truth, and Wisdom. If you can make it through these challenges, you'll go on to the Laby-



Gary Meredith

rinth proper, where a final momentous battle with the evil Dark Sol awaits you. A good deal of your success depends on how well you equip your characters, and perhaps more importantly, how well you utilize the three heroes. Equipping is a fairly simple matter, provided you have the cash. The King gives you some gold at the beginning, but your bank account really begins to grow only after you've visited the Labyrinth for a little profiteering. Each defeated enemy yields

not only experience points (essential for conquering tougher foes later on), but also the gold you need for buying weapons and other necessities.

Utilizing your three champions is another matter. The game interface, with its easy-to-understand, animated icons, allows you to make your decisions quickly and easily, but it's *you* that must still make the choices. Some creatures are more susceptible to good old brute force, while others require you to use some magical finesse.

Shining in the Darkness is an excellent model of a good role-playing adventure, distinguished by some of the best and most original graphics yet seen on the Genesis. Beyond that, you find characters with unique and well-developed personalities, a welcome change from the usual wooden stereotypes found in this genre. This is not an easy game, requiring the coordination of three distinct characters, but the effort is well worth it.



Well hello there!

Enjoy the friendly, laid-back welcome while you can. Your life will soon take a dramatic turn.



Majesty, this lad wishes to join in the search for the Princess.

As you'll find, the court of the King of Thornwood is well aware of your abilities. Their misgivings are centered more around your tender age.



This simple map of Thornwood belies the complexities beneath the surface. Always explore the town completely every time you return, since new shops and new people are added as you play.



What fate awaits you outside the comforting confines of the village? Before you go adventuring, you'd better give some thought to armament and provisions.



The Alchemist Shop contains wondrous potions and herbs, for a price. The special deals are always your best bet. And be sure to check with the Alchemist, and the other merchants as well, each time you return because their inventories change with each new level.

Do come in. If you're planning to travel, I have what you need!



See anything you like?

Inside the Alchemist Shop, the proprietress is only too happy to help — if you have the cash. You might want to think about buying some healing herbs and wisdom seeds while you're here.

COLD
168

Ah, the Armory Shop — just the place for a man handy with the cutlery. With the challenges to be faced, you should eventually buy the best armament you can afford. For now, though, your own weapon should suffice.

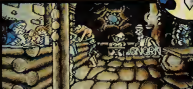


The status screen keeps track both of your inventory and your various accumulated points.

Refer to it often, so that you'll know exactly what you have in a tight situation.



Old Vik's Tavern is a great place to pick up any local gossip about what lies beyond the village gate. When you bring in a special item, Lupus, one of the regulars, usually gives you tips on its use.

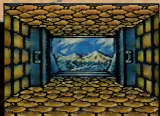


Nobody believes me when I tell 'em about the creature.

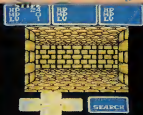


STIPE needs 12 Experience Point(s) to gain another level.

In the shrine, the priest will save your latest adventure, as well as apprise you of the points you need for proceeding to the next level of ability.



You'd better enjoy the daylight while you can. Once those heavy iron doors slam shut, you may not see any sunshine again for quite some time...if ever.



It's a good idea to start making your own map when you first enter the Labyrinth. You'll especially want to take note of mysterious objects for later, more enlightened study.



17 steps East...
29 steps South.
You're heading East.

If you were wise enough to purchase a few wisdom seeds, you can avail yourself of this automatic mapping feature. Don't waste the seeds, however, as they're expensive to replace.



CAVE SLUG
STIPE catches the enemy by surprise!

The creatures you meet early on, such as the Slimy Ooze or the Cave Slug, are relatively easy to defeat, although they can be deadly to the unwary knight. Take it slow and easy through the Labyrinth.



Once you've acquired more skills, abilities, and possessions, the status screen is modified to reflect your increased potential.



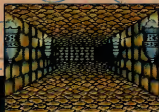
STIPE attacks!
MAN-APERU suffers
6 points of damage

Be sure that you know the relative powers and abilities of your enemies so that you can prioritize your battle tactics to minimize the damage to yourself.



You open the chest.
Discovery: HERB

Chests nearly always contain something useful, such as this healing herb. Be forewarned, however, that every silver lining has a cloud, and you may have to fight for your goodies.



Don't hesitate to examine everything in the Labyrinth since you never know when an innocent-looking object might hide an item important to your success.



Try every door you come to, even though opening most of them will require keys that you'll either have to find or earn.



PITWORM!
closes on STIPE
and attacks!

As you progress from battle to battle, your experience points increase, and your fighting technique sharpens. For example, this Pitworm is not the threat it might have been when you entered the Labyrinth.



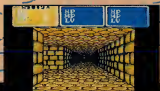
As you become tougher, so do your enemies. In this battle, you'll want to take care of the Dark Bat before moving on to the two Dark Jellies.



KAISERKRAB closes on STIPE and attacks!



This randomly appearing Kaiserkrab is one tough customer — be sure you're as healthy as possible before taking on this behemoth. If necessary, go back to the village and purchase some more healing herbs.



Found: ROYAL TIARA
EXP gained: 40
GOLD gained: 50

The rewards for victory can be great. The defeat of the Kaiserkrab brings you a good amount of gold, valuable experience points, and most importantly, the royal tiara.



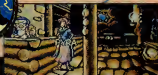
To prove his worth, a knight must face the Trials of the Ancients.

Back in the court of the King, your return of the royal tiara has convinced his Majesty and the council of his worthiness to take on the Four Trials of the Ancients.



The Trials begin beyond a door that only opens with the DWARF'S KEY.

The King is willing to give you the Dwarf's key, which will allow you access to the other levels of the Labyrinth, but you must first gather a band of adventurers.



STIPE, Vik tells me you don't need my help... You do?! I knew it!

Go back to Old Vik's tavern for your first recruit, Pyra Myst. You may have to be insistent, since Vik is skeptical of her value, but keep trying — you'll need her magical abilities.



Since Milo wishes to join you, I ask that his wish be granted.

Milo Brax can be found in the shrine. The keeper of the shrine is aware of Milo's abilities, and quickly grants you his services.



Once you've recruited your hardy band of adventurers, the status screen will change to reflect the additions. From now on, your greatest challenge will be juggling the abilities of your three heroes.



STIPE uses the DWARF'S KEY

Present your band to the King, and he'll supply you with the Dwarf's key. Use it to open the mysterious iron door that you were unable to budge earlier.



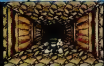
When you've made your way through the door, immediately look for the staircase leading to the lower level of the Labyrinth.

In the Cave of Strength, you'll find a large chest near the entrance. You need to open it to complete the Trial of Strength, but be careful; a vicious Chestbeak — tougher than a Kaiserkrab — is hiding inside.



You have done well, STIPE.

With the completion of each of the four trials, the spirit of the Ancients will commend you and direct you to the next trial.



PYRA attacked CYBLOK suffers 19 point(s) of damage

Cybloks don't look like much, but they're even tougher than Chestbeaks. Enemies that steadily approach, rather than suddenly appear, are always much tougher. Pyra's magic is your most effective option.



PYRA attacked NIGHTSTALKER#2 suffers 30 point(s) of damage

Despite their fearsome appearance, these clowns are actually quite easy to beat. When a weapon is visible, your best tactic is to fight, rather than cast a spell.



MILO attacked TORTOLYDE suffers 4 point(s) of damage

The Tortolyde can take a lot of punishment — and deal out even more. In the lower levels, keep your collective hit points as high as possible for situations such as this one.

These Clod-hoppers should be appearing in someone's pizza-induced nightmare.



STIPE's party runs into trouble! Whenever the *runs into trouble* message appears, it means the creatures haven't yet seen you, and you get a free round of attacks.



You're below the ground on Level 1.

A seed of wisdom would really hit the spot just about now. The level has been explored almost completely, and the Trial of Truth is nearly done.



PYRA uses the ORB OF TRUTH!

Some walls may have ears, but how many have you seen with eyeballs and hands that can grab and eat in one motion? Use the Orb of Truth to expose the Grimwall, then attack it head-on.



GHOST closes on MILO and attacks!

In this trial, you don't have to kill all the creatures, so you can avoid these ghosts if you so wish. The only thing you'll get for defeating them is a few more experience points.



Praise the Ancients! I just knew somebody would come to help me!

Your trials are almost completed, so finding the lost Princess Jessa is just icing on the cake. You wonder, "Should it really have been this easy?"



STIPE uses the FALSE IDOL!

Before you can release Jessa, you must take the false idol you've found and return it to its niche. Once this is done, Jessa should be free.



Fooled ya, eh? Now that I'm free, I guess it's feeding time!

By now, you should know that things aren't always as they seem in the Labyrinth. The monstrous Doppler is determined to bar you from the completion of the four trials.

2154	2134	2154
HP	HP	HP
LV	LV	LV
22	21	22



You open the chest.
Discovery: RUNE KEY

Defeating Doppler takes a coordinated effort from all three members of your group. The prize, however, is certainly worth it.



With your help, I might just see my sister again!
Dai joins your party.

You weren't able to find the real Jessa, but you do uncover Dai, a knight who preceded you into the Labyrinth. Return with him to the tavern, and you'll earn the gratitude and help of someone there.

SUPER TIP

2154	2134	2154
HP	HP	HP
LV	LV	LV
22	21	22



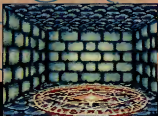
MILO casts a Level 1 DESOUL!

Casting a Desoul spell on the Krusher is the best tactic for this creature. In fact, it's the best spell to use on many Labyrinth creatures. Just remember that it doesn't work on the already dead.



By the heavens! You've really passed the Trials of the Ancients?!

The King is amazed to see his knight, Dai, but the old fellow is even more amazed that you were able to complete the trials.



Remember the glowing wall you encountered early in your quest? Now that you've completed the Trials of the Ancients, you'll be able to walk through it and onto the transporter for the final stage.

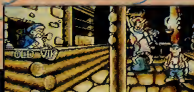
SUPER TIP

2154	2134	2154
HP	HP	HP
LV	LV	LV
22	21	22



SORCERER#3 casts a Level 1 SOLT!

Whenever you encounter a group of creatures, immediately identify which ones are capable of magic and attack them first. In this case, the Sorcerers should be your first targets.



Please calm down. The young knight over there needs Pyra and Milo.

It's hard to imagine that someone of Pyra's attainments and abilities would allow herself to be spanked. Reassure her mother of your need for Pyra, because you won't succeed without her considerable help.

STRATEGY FEATURE

Can a speedy, spiny, splendiferous super hero accomplish for Sega's Genesis what the Super Mario Brothers did for Nintendo? *Sonic the Hedgehog*'s title character is certainly impressive enough. He's as cute and colorful as any Italian plumber you're likely to meet.

But *Sonic* isn't just another pretty face. This sprawling adventure backs up its beautiful cartoon-like visuals and dazzling scenery with great game play. With you at the

Sonic THE HEDGEHOG



Brian Carroll

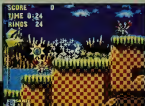
controls, Sonic tours at warp speed through brilliantly rendered pastures, underwater caverns, and marble ruins.

The hog's mission includes stopping an evil scientist before he can transform our hero and the rest of the animal kingdom into robots. Using a variety of special abilities, Sonic must fight scads of the scientist's evil agents while collecting as many gold rings as possible. So get ready—and keep your eyes on that hedgehog!

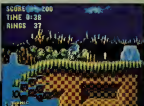
Sega of America, 573 Forbes Avenue, South San Francisco, CA 94080.



You begin your adventure in the Green Hill zone. Look everywhere for computer monitors, even in the trees. This one will make you invincible for a limited time.



Remember that although you are impervious to enemy attacks while invincible, you are not safe from other obstacles.

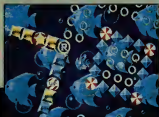
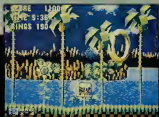


Sonic's speed is the key when traveling over shaky ground. This game doesn't reward dawdling, so keep moving.

You get an extra life for every 100 rings for every 100 rings you can collect. Three of these monitors contain 10 rings each. Grabbing the fourth monitor can make you invincible.



Jump through this large ring to enter the bonus stage. If you can collect at least 50 rings in the first two sub-levels of each zone, you'll get a crack at the secret zone.



Check out these kaleidoscope-like graphics! They are truly sensational. Collect as many rings as you can while avoiding the flashing red buttons. The Chaos Emerald is this stage's ultimate catch.



If you think Sonic is fast now, get a load of him once he's put on these power sneakers.



With the super sneaks, Sonic can pull stunts like racing through this loop-the-loop with no problem.

Be sure to hit lamp-posts like this one to mark your progress.

If you die, you'll get to continue the game from the last lamppost you touched rather than having to return to very beginning.



Any time you see rings above you, there has to be a way to get up to them. For these, use a spring that's hidden in the tree below.



To propel you back through the underground tunnel in the Green Hill zone's third act, use this bumper.



Do what you have to do to avoid walking along the spiked log below. It rotates, making any step potentially your last.



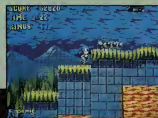
To complete each zone, you will have to go a round with Dr. Robotnik. In the Green Hill zone, you can find safe haven in the corner of the screen.



When the mad doctor's wrecking ball swings away from you, quickly move in and rap him from above.



Each time you can win a round, flocks of your furry friends will be freed.



Avoid these caterkiller bugs in the Marble zone, because if you hit one once, it will become many. The only way to erase them is by bouncing on their heads.



Slow down! You don't want to miss the bonus stage below.



It doesn't matter if Sonic is sparkling or not, these columns will pulverize him. Be careful moving under them.

SUPER TIP



How are you going to get past this spiked platform? Try pushing the block to the right and resting it on top of the button. That should clear your path.



Keep jumping back and forth until you have forced enough blocks to fall and build for you a bridge to safety.



Action gets a bit more intense in Act 2 as a flow of lava is hot on your trail.



Give this block a shove and you've got a free ride.



Even though jumping will be your first reaction when the lava forces you upwards, resist the urge. You want to go up.



Beyond the penetrable wall is a secret chamber filled with goodies.



Smash the computer monitor just past these columns of lava for a limited period of invincibility.



You'll need the invincibility to wade through this lava lake.

Each time you get hit, you will lose all

of your rings. Don't panic, though, because you can immediately scramble and retrieve at least some of them.



As long as you have one ring, you've still got a chance.



SUPER TIP

At the end of the Marble zone, you will again face off against Dr. Robotnik. This time you'll want to strike him from below as you avoid his fire balls.



See the rings on the right? That must mean this wall is passable.

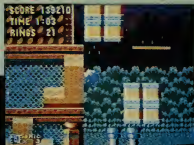


This steel ball will flatten you unless you jump up on this ledge.



SUPER TIP

Near the beginning of the Spring Yard zone's second act is another secret room. Clean it out, because you will need all the extra rings you can get.



Jump off the ledge to the right to enter yet another secret chamber.

In an interesting twist, Dr. Robotnik will try to remove your pathway one block at a time. Try to lure him into stealing the blocks in sequence so you don't have too many gaps to leap.



Much of the Labyrinth zone takes place underwater, so you'll need to suck down some oxygen on a regular basis. Do that by grabbing a few of these air bubbles.



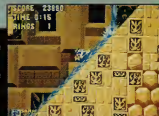
Ride these conveyor belts until the spikes up top make it too dangerous to continue.



Don't hop aboard the cork on the left. It will rise with the water until you're sandwiched by spikes up above. You'll also need to keep an eye out for these burrobots on the right. You'll barely be able to see their armored noses sticking out of the ground.



An easy way to defeat this spiked sea creature is to dart off-screen and back again. When you see the creature for the second time, his spiked defenses will have disappeared.



While riding down the extensive waterfall system in the Labyrinth zone's act three may be fun, it can also be dangerous ...



... So, make sure you time your jumps correctly.



Keep jumping on the middle block in this scene to uncover a secret chamber below.



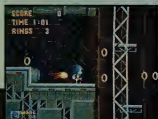
This is a potentially treacherous juncture. Before you let go of the pipe, gently slide down it. Otherwise, you'll end up skewered on the spike to the right.



All you have to do in this round is chase the Doc to the very top. Easy, right? Wrong. There are a multiplicity of obstacles and a rapidly rising water level to deal with.



These little buggers in the Star Light zone are impossible to eliminate, so don't even try. In fact, get out of the way as quickly as possible because they have a nasty habit of exploding.



This tunnel to the left shoots out fire — another sneaky surprise to keep Sonic on his toes.



Use these levers just like a catapult. The spiked ball can be used to propel you onwards and upwards.



These stairs will descend as soon as you touch them. Be on guard against fire balls as you make your way down.



The battle versus Robotnik keeps getting more and more interesting. Use the levers to propel either Sonic or the exploding balls, or both.



The only way to get through this section of the Scrap Brain zone is to curl up inside this compartment.



Get as close to the wall as you can to avoid being crushed by these steel girders. When they recede, make your move downward.



The saw blades can only harm you when you are at the same level, so make reaching this slope your goal.



These cogs can take you higher and higher, but you must master some delicate jumps in order to take advantage of them.



Keep running against the conveyor belt's momentum as you time your passage underneath the blades.



The final confrontation! Try to hit the cylinder Dr. Robotnik is hiding in while avoiding his electron bombs.

STRATEGY FEATURE



Brian Carroll

New York City has never been more dangerous. The Kingpin, and six of the city's most unusual criminals, have combined forces to establish total and permanent control of the city.

The only obstacle preventing them from rotting the Big Apple is Spider-Man.

As Spidey, your goals include eliminating all six of the Kingpin's heinous henchmen — Dr. Octopus, the Lizard, Electro, the Sandman, the Hobgoblin, and Venom. After years of comic-book confrontations, Spider-Man should well know how to vanquish these all-too-familiar villains. You must also deactivate the Kingpin's "Ultimate Bomb" before time runs out for the city's citizenry.

Spider-Man vs. The Kingpin is a visual masterpiece. The game employs bright colors and subtle shading to paint realistic, smooth-scrolling scenery. This action-packed slugfest should be a big hit with Genesis players—particularly those who have followed the Web Slinger's adventures in Marvel Comics.

Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080

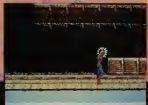


WONDERFUL! THE KINGPIN'S THE BIGGEST CROOK THIS CITY'S EVER SEEN, AND HE'S CONVINCED EVERYBODY I'M THE BAD GUY.

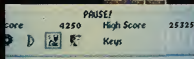
After a brief scene outside the *Daily Bugle*, Spidey begins his quest to thwart the Kingpin's master plan. This dangerous search begins inside an abandoned warehouse.



To get past these two gunmen, sling a web between the two beams and swing past them.



Don't ignore Spider-Man's spider sense. It warns you of approaching danger.



Not only is the Webbed One an accomplished crime-fighter, but he's also an expert photographer. The *Daily Bugle* will pay Spidey for every shot he takes.



Crouch to draw the forklift's platform down before leaping over the entire apparatus. As soon as you make your jump, turn and start firing. This is one of several enemies that are vulnerable to attack from behind.



To nail this gunman, jump from a spot about two-thirds up this dividing wall. Otherwise, you can't web him before he pumps you full of lead.



Doctor Octopus is easy prey. Move in close to his body and start punching.



KEYS TO DISARM THE BOMB? DOC, I COULD KISS YOU-- IS THAT WHAT YOU'VE GOT THERE? HAND IT OVER AND I'LL BE ON MY HERRY WAY.
 (SPIDER-MAN: I WOULD WISH THE...)

Each time you defeat a stage boss, you earn one of the six keys you'll need to defuse Kingpin's "Ultimate Bomb."

MESSAGE LEVEL COMPLETED
 LEVEL COMPLETION BONUS: 8000
 CURRENT SCORE: 8000
 PICTURES TAKEN: 550
 FOUL UP! 550



At the end
 of each
 stage, you
 can spend
 the money

Spidey earned with his camera to pur-
 chase additional web fluid.

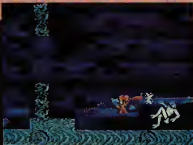
TOTAL MONEY
 50
 WEB FLUID
 [Progress bar]



Take the top sewer pipe at
 this point in stage 2. The
 other routes are dead ends.

The Lizard's
 reptilian
 henchmen
 are light-
 ning quick.
 As soon as
 your spider
 sense tells
 you one is
 coming, get

into a defensive position and begin shooting webs.



This croc's bark is bigger than
 his bite, so don't waste your
 time on him. It's better to
 leap across and be on your
 way.



Don't waste lives trying to figure out
 how to negotiate this treacherous
 section of the sewers. Just swing
 left to the end of the stage.



The Lizard
 should be
 another
 easy win.
 Make him
 charge at
 you by tak-
 ing a small

step toward him. When he begins to run,
 crouch and shoot web after web at him.



Venom is annoying, even sickening, but you have bigger problems to worry about. Don't waste your energy trying to defeat Venom. Concentrate on the boss of the stage.



THAT MAKES TWO KEYS! HOW MANY ARE THERE ALTOGETHER, TALL, GREEN, AND GRUESOME?

When you defeat the Lizard, you'll collect the second key to the Ultimate Bomb.



IT SPIDER-MAN HAS APPARENTLY GONE AWAY.

The ever-resourceful Kingpin has taken over the airwaves of New York City, and he's using television to convince viewers that Spidey is an outlaw. Even walking the city's streets may become dangerous for our hero.



Several of the adversaries you'll meet in the power plant are invincible. Swing past on your web-lines, avoiding as many of these nuisances as possible.



Keep Electro at bay by positioning yourself higher than his flight path. Once you've established good position, zap Electro whenever he appears.



WHY DON'T YOU TELL ME YOURSELF AND BAT MAN'S HIRED?

EVEN IF I COULD, I WOULDN'T!

WHEN YOU TELL ME YOURSELF

Each villain claims to be unaware of the Kingpin's overall plan. Spider-Man will have to discover the truth for himself.



Whenever Spidey looks tired, send him back to Peter Parker's apartment. He'll recover energy, although you'll lose time quickly.

Returning to Peter's apartment also makes it possible to gather the same power-up



over and over. By running back and forth from Peter's to Central Park, you can collect the same web fluid icon several times.

Forget the muggers — it's the animal life you have to look out for in Central Park. To



avoid becoming this gorilla's plaything, retreat to a safe distance and sling your web each time he raises his arms.



Before dealing with the Sandman, be sure to grab the life icon just beyond the sandbox.



The Sandman is immune to kicking, punching, and even web slinging. The only way to come out on top is to wash him away. Remember the fire extinguisher at the park entrance?



SO MAY DON'T I JUST COME OUT IN THE OPEN--AS SPIDER-MAN, NOT PETER PARKER--AND SEE WHO TRIES TO BEAT MY BRAINS OUT--?

Since the Kingpin's flunkies can't provide Spidey with any useful information, he'll have to do a little street walking. But remember, the Kingpin has convinced everyone that you're the enemy. Trust no one.



At the very beginning of stage 5 is a web icon. Grab it to get some much-needed web fluid.



To the right of the web fluid icon, at the top of the fire escape, is a life icon.



CONTINUE?
-? YES
NO

19

Although you have an unlimited number of lives, you must deactivate the bomb before time runs out. You have 24 hours.



He's back. Hold off Venom by learning his jumping pattern. If you can avoid him long enough, he'll just vanish.



This hoodlum is tough! Fire webbing until you're able to knock her off her chopper. Persistence is the key.



If you can lock the Hobgoblin into a pattern similar to the one you used to defuse Electro, he'll be dead pumpkin meat. His head is most vulnerable to attack.



OUR SCENE NOW SHIFTS TO THE HOME OF PETER AND MARY JANE PARKER.

If you think Spidey was seething before, you can guess what effect the kidnapping of Mary Jane Parker will have!

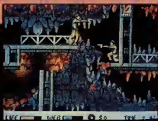


Once again, the Kingpin sends Venom to do his dirty work.



These walking ashcans in the caverns aren't much of a threat. One kick to their upper section will render them inoperable.

To get past this gunman, swing toward him on your web-line, then jump up toward him. Kick him at the top of your jump. This will take some nimble button pushing.



To complete this stage you'll have to perform one last swing/jump combination. There is no boss to beat.



You've finally reached Kingpin's hideout. To navigate through his air-conditioning system, tap your C button once to jump and twice to stick to the surface. Hold the button down after the second tap.



Fight Electro the same way you did the last time. You must establish a position higher than Electro's to gain the advantage.



The same advice goes for the Lizard — he can be defeated the same way you nailed him last time.



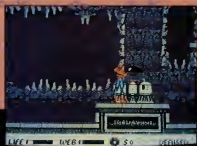
Proceed slowly through this stage. If you move ahead too quickly, you'll usher in more than one villain at a time.



Keep your distance when battling Venom. This time around, he's easily your toughest opponent.



Defusing the bomb is trickier than it may seem. The color of the bomb will tell you which key to use.



They don't call him the Amazing Spider-Man for nothing!



Gather up as much web fluid as you can when traveling through this last section of pipe.



The Kingpin isn't subtle. He comes at you hard and fast.



As though the Kingpin weren't enough to worry about, you also must find a way to free Mary Jane before she is boiled alive in the Kingpin's cauldron.



Sling your webbing at the chain while jump-kicking the Kingpin. This will take two quick taps on your C and B buttons.



If you can sever the chain before either Spidey or Mary Jane bites the dust, the Kingpin will be crime history.

BLOCKOUT

William R. Trotter

Blockout can be described very simply as "Tetris in three dimensions." By saying that, we don't mean to imply this is just another clone of that Russian classic. *Blockout* is a fascinating, even hypnotic, puzzle game in its own right.

Blockout and *Tetris* share a nearly identical basic concept. Various-shaped blocks fall from the top of the screen, and the player must move and rotate them into the optimum position at the bottom of the screen. In *Blockout*, the "top" is the opening of a long, rectangular box, and the "bottom" is the flat bottom of that box.

Converging lines along the sides of the box convey a real sense of depth, and also give you handy visual points of reference when you're manipulating the falling shapes. The object is to completely cover the floor of the box, and when you do, that layer vanishes and you receive points. Naturally, if you can arrange to knock out two or more layers at once (again, just like *Tetris*), you'll get more points than you get for a single layer.



The options screen lets you set the parameters of each game according to your mood and skill level.

What makes *Blockout* such a challenge is that extra third dimension. Remember: in *Tetris* you only have to rotate the falling shapes in two directions — clockwise and counterclockwise. But in *Blockout*, you use the three Sega control buttons to rotate the shapes in six directions, along three axes!

The blocks fall slowly at first, giving you plenty of time to plan how and where you want to place each one at the bottom of the box. As the tempo picks up, though, the spa-

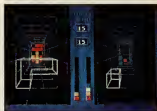


The 3-D animation in *Blockout* is exceptionally smooth, and the graphics are sharp and colorful.

tial-perception difficulties become dizzying, and you'll find your skill and reflexes gradually stretched to their limits.

Blockout is a very attractive game to look at, and the 3-D animation is silky smooth. It's a very flexible game too, since you can adjust the length, width, and depth of the box, and even the complexity of the set of blocks you're using. For example, a simple set of blocks might be "flat," while more complex sets have protrusions on the top and bottom.

If you enjoy puzzle games of this sort, you'll probably love



In the two-player mode, you can compete simultaneously with a friend.

Blockout. It takes a simple concept, adds a fiendish little twist, and emerges as one of those games that can be learned in five minutes and played addictively for years. It is, in short, a classic worthy to stand beside the original *Tetris*. Certainly, if you are among the multitude of game players who fell for *Tetris*, you owe it to yourself to take a look at *Blockout*.

Electronic Arts, 1820
Gateway Drive, San
Mateo, CA 94404

THE FAERY TALE ADVENTURE

Gary Meredith

The talisman had kept the tiny village of Tambry peaceful for as long as the oldest citizen could remember. Indeed, the entire kingdom of Holm was sleepily tranquil. But when a terrifying army of corpses and skeletons marched through Tambry one evening, the people realized that something was terribly wrong with their precious magical talisman.

As *The Faery Tale Adventure* begins, we learn that an evil Necromancer has spirited the talisman away, along with the daughter of the King. Three brothers pledge to retrieve the talisman and the girl, but they must undertake seven quests in order to obtain the one weapon that can destroy the Necromancer. Each brother, beginning with the eldest, Julian, shall try his hand at the quests.

As Julian (or as Phillip or Kevin, should Julian die), you must set out from Tambry with few weapons or



It's important that you search the entire village before starting out — there are a couple of items here that are absolutely indispensable.



Try talking with everyone since you never know when you might get an important tip. You can even talk to monsters, or to any dead relatives who have preceded you.

useful items. The supplies you need can be found in Holm, but the ghastly creatures controlled by the Necromancer will make uncovering the items difficult indeed. You are accosted by walking dead from the time you leave the village. Unless you'd like to kill off all three brothers in short order, you'd be well advised to perfect your fighting technique and your magical abilities — and do it quickly.

You'll also want to learn what the various items you find, from totems to jewels to potions, can do for you. There probably won't be a lot of time to think about how to use something when you have to use it. You'll also want to talk with everyone you meet, since many characters possess information vital to your quests. Finally, while most of your traveling will be by road, there is some advantage in straying from the beaten path. Most of the impor-

tant destinations are situated near a road, but there are a few special places way out in the boondocks. Extensive exploration can give you the edge you need for dealing with the Necromancer.

The Faery Tale Adventure is very much a typical role-playing game, with good graphics and a nice soundtrack. The game emphasizes fighting, and you'll probably find yourself dying quite a lot at first. But if you can learn when, and how, to fight, and when to run (the music often clues you in), you should be able to get far enough into the game to really enjoy it.



If you're close enough to a town, you may be able to dodge these specters, although they're easy to beat as long as you don't let them trap you in a corner. By all means, avoid corpses wielding battle-axes.

Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404

MIGHT & MAGIC

Gary Meredith

You'd think, after all the problems caused by power-hungry despots, that there would be some sort of standardized testing to weed out the megalomaniacs. But there isn't. The world of role-playing games seems to be arranged so that only irresponsible beings with total disdain for all living things can attain any position of power.

Take the guys in *Might & Magic*, for example. Four elemental lords, supposedly advanced beings, have done nothing but bicker like children from time immemorial. One day, while three of the "lords" were

the revolt, Gralkor became very angry and promised revenge. The people of Cron feared that either he or the bickering elemental lords might try to take away their newfound freedom. The Cronians began a search for a champion—and found you.

Might & Magic is a vast game, with so many variables that some players might be overwhelmed. You must organize your band, modify and train your characters (from four races and eight professions) develop knowledge of spell casting and spell defense.



Death could be lurking behind any of these doors. And you need big bucks to return from the dead.

vival medicine. Unfortunately, you won't have nearly enough money for that in the early stages, and in later stages you'll waste time running between battles and towns. A "resurrect" spell would be nice.

On the plus side, *Might & Magic* has some terrific graphics and very detailed characters. The instructions are full of character descriptions, different spells, etc., giving a complete and believable feel to the game world. And best of all, the cartridge has battery backup—a necessity in a game of this size and depth.

Might & Magic will almost certainly find fans among those who enjoy the details of point accumulation, character traits, and spell casting. But if you're looking instead for simple fun in a role-playing adventure, you might want to look elsewhere.



What this verbose spirit is getting at is that you don't have a snowball's chance in Hades unless you select the best people for your group.

engaged in a particularly heated exchange, the fourth lord, Acwalandar the Water King, flooded the void that lay at the intersection of their four domains.

Gralkor, the evil Emperor of Earth, took advantage of the quarreling to bring the elemental lords under his control. During all this, Gralkor's subjects, the mistreated people of the artificial world Cron, revolted. When he found out about



Battle is a way of life on Cron. If people aren't fighting, they're training to fight. You might want to take them up on their offer.

The game is made even more difficult than it needs to be by its first-person perspective. It's possible to walk into a town to buy medicine, only to become hopelessly lost. There's no overhead view (unless you can find a map), so you'll waste lots of time wandering if you don't map every step. Another hindrance is that when a character dies you have no way of reviving him until you go back to a town and buy re-

Electronic Arts, 1820
Gateway Drive, San
Mateo, CA 94404

ONSLAUGHT

Matthew A. Firme

Ballistic, Accolade's new brand of 16-bit software, made a big splash with the introduction of its first two titles — *Star Control* and *Hardball!*. They both look and play great, and seem destined for Genesis greatness.

Ballistic's latest title, *Onslaught*, is a combination action-strategy game. The game alternates between side-scrolling jump-and-slash scenes and a boardgame-like strategy screen. Your mission is to win back your country from various evil hordes which have conquered the country's many kingdoms. The



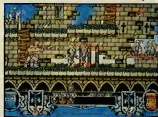
The strategy portion of the game is played on this map. You must take over all those little squares. Collect talismans from temples to help you regain your lands.

country is shown on-screen as a gridded scroll, and this part looks like a military strategy game.

As the game begins, you occupy a single square on the large map. One square at a time, you must recover the usurped kingdoms and unify the conquered nation.

When you move into an occupied square, the action begins. You are a brawny, bare-chested hero, and you must defeat the occupying forces

in a city. If you succeed, you move on to battle the same enemies around a castle. And if you succeed there, you face the enemy ruler. He appears as a four-armed face rotating in the center of the screen, and you



As you defeat enemies in the action sequences, they often drop weapons and magic scrolls. It takes some experimenting to learn which items work best in a given situation.

control a single hand that can move around the edges of the screen. You beat him by throwing fireballs and blowing his arms off.

The problem with *Onslaught* is that there's not much more to the game than that. The strategy portion is very limited, and the only thing you have to worry about is securing the proper talismans that let you move through water, forests, swamps, and mountains. You get these by entering temples and battling wizards and priests, who all look just like the four-armed faces in the final parts of the action sequences. Occasionally, plagues and rebellions threaten your kingdoms, but these too can be dealt with by using talismans.

The action scenes, while challenging, just don't measure up to most action games on the Genesis. The characters and backgrounds aren't as detailed or as realistic, and controlling your character is clumsy business. And every action scene looks the same — the same city and castle, over and over. The enemies differ, but there's still a feeling of, "I already played this level."

Onslaught may find its fans, despite the repetition. It's not a bad game, but it's certainly not one of the best we've seen for the Genesis. And as Ballistic's other titles prove, it's not Ballistic's best game, either.



Occasionally, your foes may turn the tables and invade your kingdom. You've got to drive them back, or it's "game over."

Ballistic, 550 S. Winchester Blvd., San Jose CA 95128

SPEEDBALL 2

Matthew A. Firme

REVIEWS • REVIEWS • REVIEWS • REVIEWS • REVIEWS

New Sega licensee Arena, a division of U.K.-based Mirrorsoft, is entering the Genesis market with a very impressive first title. It's called *Speedball 2*, and it's one of the most enjoyable and challenging sports games we've ever seen.

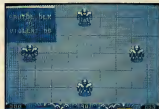
From the moment you turn on the machine, you're drawn into *Speedball 2*'s futuristic premise. *Speedball*, a game of quick action and violent aggression, has become the most popular sport around. It resembles team handball, but the ball is solid steel — and potentially dangerous. The game is played in a walled arena, with two teams of nine

The players are dressed in armored, cybernetic suits. In addition to providing some protection, the cybernetic suits also enhance performance. Every suit is made of eight different components, each of which can improve a specific aspect of a player's abilities. The more expensive a player's equipment, the better his performance. This is where your skills as manager come into play. Because you'll seldom have enough money to strengthen every player, you must decide who to spend the money on, and what skills to improve.

As your players become faster, so does the action on the screen. During matches in which both teams are at the maximum possible speed, the ball flies around the arena so quickly that you'll wonder how you can even follow it. Perhaps that's why they call it *Speedball*. Or it might be because an entire game lasts only 180 seconds.

The graphics, sound, and playability are among the best we've seen for the Genesis. The game is

loaded with features, from one- and two-player options to league play, cup play, and even an option to serve only as the team manager, letting the computer control your men in the arena. And *Speedball 2* has a password feature that lets you save your progress at any point during the season.



Four players await the "tip-off" — the center of the floor rotates to reveal a cannon, which shoots the steel ball into the air. Move quickly to get the ball, and throw it to a teammate before you're clobbered.

Rounding out this great game are touches like instant replay of goals, automated stretcher-bearers to carry away injured players, and a soundtrack full of grunts, clangs, and futuristic music. If this game is any indication, Genesis players have a lot to look forward to from new licensee Arena.



As *Speedball 2* begins, your team's overall rating is low. You'll have to go to the gym and build up your players if you hope to succeed.

players each. Points are scored in a number of ways. Putting the ball through the opponent's goal counts as ten points. Lighting a star along the side of the arena (achieved by hurling the ball into the wall and hitting the star) is worth two points. You can also score two points by bouncing the ball off one of the two bounce domes in the floor of the arena.



You can enhance the abilities of your whole team, a section of the team (defense, for example), or an individual player.

Arena, 2061 Challenger Drive, Alameda, CA 94501

WINGS OF WOR

Vince Matthews

Earthmen have always dreamed of flight. On the planet of Iccus, though, men are born with wings — beautiful, golden-white wings that lift them like eagles into the sky.



To conquer *Wings of Wor*, you'll need as many extra men as you can get. The token hidden in the upper corner here will give you a one-up.

But the winged warriors of Iccus are in danger of extinction. A rampaging gang of mutants, controlled by the diabolical Destroyer, is threatening to take over the planet. Driven by the Destroyer and the evil virus that deformed them, the mutants now threaten nearly every corner of the world. The last hope of Iccus lies with Wor, the last warrior of Iccus.

To save your people from certain doom, you must rid the planet of the dreaded mutants — and it won't be easy. You'll battle through six areas of the planet, each infested with a different mutant form and a different boss.

Fortunately, you can do more than just fly. You also have the ability to hurl balls of energy, and your

mastery of magic enables you to control the forces of nature. To do this, you must find scrolls hidden within blue, flying crystals. Once you have a scroll, you can store its power until you're ready to use it. Don't waste this power foolishly — you'll need it to battle the mutant bosses at the end of each stage.

In addition to the scrolls, the two most important ways to increase your power are red and blue orbs. Blue orbs increase the width of your energy shots. Red orbs increase the



Just as orbs and magical scrolls increase your offensive power, these gems will give you extra defensive power. This blue gem surrounds you in protective fire.

power of your shots by up to five times their normal force.

Still, such superhuman power and weaponry might not be enough. Even the earliest stages of *Wings of Wor* are difficult. As the game progresses it gets even tougher, and the enemies just never let up. Sometimes the game seems *too* hard — each stage is very long, and at times the screen becomes so littered

with enemy fire that escape is almost impossible.

Wings of Wor is not for the easily frustrated. Even on the lowest difficulty level, it's a very tough game. And this might not be the best game for players who are offended by gore — some of the enemies are almost repulsive, and in level 6 you actually fly through the body of a giant mutant. Still, *Wings of Wor* is a very good shooter. Its outstanding graphics and scrolling add a depth that helps chase the boredom that plagues so many shooters. If you love good arcade action and difficult odds, you'll really enjoy the challenge of this one.



Orprus, the horrifying boss of area 4, can be destroyed by blasting away at his heart. Avoid the blood cells and use any magic scrolls you have.

Dreamworks, 12851
East 166th Street,
Cerritos CA 90701

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2061 Challenger Drive
Alameda, CA 94501
(games)

Speedball 2
Battle Master

BALLISTIC, BY ACCOLADE

550 S. Winchester Blvd.,
San Jose, CA 95128
(games)

Ishido: The Way of Stones
Star Control (coming soon)
Hardball! (coming soon)
Turrican (coming soon)
Onslaught (coming soon)

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930 Carter Road
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Warrior of Rome (coming soon)

DREAMWORKS

150 Woodbridge Plaza, Suite 10201
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Shove It!

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1820 Gateway Drive
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Vapor Trail (coming soon)
Beast Warrior (coming soon)
Adventures of Syd of Valis (coming soon)
El Viento (coming soon)

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Cassopolis, MI 49031
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Stack Rack — organizer

SAGE'S CREATION

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Kageki
Shadow Blasters
Crack Down (coming soon)

SEISMIC

3375 Scott Boulevard, Suite 100
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Air Diver
Hell Fire
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573 Forbes Boulevard
South San Francisco, CA 94080
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Alex Kidd in the Enchanted Castle
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James "Buster" Douglas Knockout
Boxing
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Cyberball
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E-SWAT
Forgotten Worlds
Ghostbusters
Ghouls 'n Ghosts
Golden Axe
Herzog Zwei
Joe Montana Football
Last Battle
Michael Jackson Moonwalker
Mickey Mouse and the Castle of Illusion
Mystic Defender
Pat Riley Basketball
Phantasy Star II

Rambo III
Revenge of Shinobi
Shadow Dancer
Space Harrier II
Strider
Super Thunder Blade
Super Hang-On
Super Monaco GP
Sword of Vermilion
Thunder Force II
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Truxton
World Championship Soccer
Zoom
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Spider-Man
Fantasia
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688 Attack Sub
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Sonic the Hedgehog (coming soon)
Toe Jam and Earl (coming soon)
Quack Shot (coming soon)
Decapattack (coming soon)
Streets of Rage (coming soon)
Mario Lemieux Hockey (coming soon)
Mercs (coming soon)

Arcade Power Stick — joystick controller
Power Base Converter — allows play of Master System games on Genesis

TAITO

390 Holbrook Drive
Wheeling, IL 60090
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Rasta Saga II
Space Invaders '91
Sagaia
Thunder Fox (coming soon)
Growl (coming soon)
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Saint Sword (coming soon)

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Roadblasters (coming soon)

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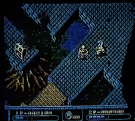
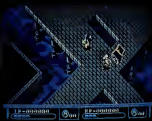
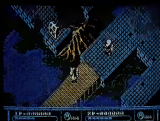
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